and Apparatus For Anti-Aliasing In A Graphics System", which is incorporated by reference herein in its entirety. A brief explanation of this anti-aliasing is provided below, in order to give a more complete understanding of the 96-bit pixel format for the embedded frame buffer.

*as
cancl.*

REMARKS

This Amendment is made to add appropriate serial number references in the specification and to delete a reference to a co-pending case.

Applicant respectfully submits that the deleted reference is not needed to support the pending claims. Specifically, the case referred to by this reference relates to "External Interfaces For A 3D Graphics and Audio Processor." The pending claims do not relate to external interfaces. The specification fully complies with 35 USC 112 without the inclusion of a reference to this co-pending application.
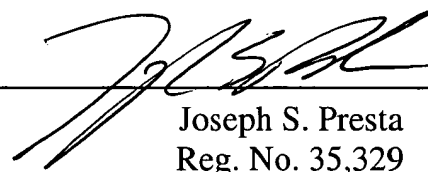
Should the Examiner have any questions regarding this Amendment or any other aspect of this case, the Examiner is invited to call the undersigned attorney at the phone number below.

Attached hereto is a marked-up version of the changes made to the specification and claims by the current amendment. The attached page is captioned "**Version With Markings To Show Changes Made**."

Respectfully submitted,

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By: _____

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#610307 v1 - 723-957 preliminary amendment

VERSION WITH MARKINGS TO SHOW CHANGES MADE

IN THE SPECIFICATION

The paragraph beginning at page 1, line 9:

This application is related to the following co-pending applications identified below (by title and attorney docket number), which focus on various aspects of the graphics system described herein. Each of the following applications are hereby incorporated herein by reference.

- provisional Application No. 60/161,915, filed October 28, 1999 and its corresponding utility Application No. 09/465,754, filed December 17, 1999, both entitled "Vertex Cache For 3D Computer Graphics",

- provisional Application No. 60/226,912, filed August 23, 2000 and its corresponding utility Application No. 09/726,215————, filed November 28, 2000———— (atty. dkt. no. 723-959), both entitled "Method and Apparatus for Buffering Graphics Data in a Graphics System ",

- provisional Application No. 60/226,889, filed August 23, 2000 and its corresponding utility Application No. 09/722,419————, filed November 28, 2000———— (atty. dkt. no. 723-958), both entitled "Graphics Pipeline Token Synchronization",

- provisional Application No. 60/226,891, filed August 23, 2000 and its corresponding utility Application No. 09/722,382————, filed November 28, 2000———— (atty. dkt. no. 723-961), both entitled "Method And Apparatus For Direct and Indirect Texture Processing In A Graphics System",

- provisional Application No. 60/226,888, filed August 23, 2000 and its corresponding utility Application No. 09/722,367————, filed November 28, 2000———— (atty. dkt. no. 723-968), both entitled "Recirculating Shade Tree Blender For A Graphics System",

- provisional Application No. 60/226,892, filed August 23, 2000 and its corresponding utility Application No. 09/726,218————, filed November 28, 2000———— (atty. dkt. no. 723-960), both entitled "Method And Apparatus For Efficient Generation Of Texture Coordinate Displacements For Implementing Emboss-Style Bump Mapping In A Graphics Rendering System",

- provisional Application No. 60/226,893, filed August 23, 2000 and its corresponding utility Application No. 09/722,381———— filed November 28, 2000———— (atty. dkt. no. 723-962), both entitled "Method And Apparatus For Environment-Mapped Bump-Mapping In A Graphics System",

- provisional Application No. 60/227,007, filed August 23, 2000 and its corresponding utility Application No. 09/726,216————, filed November 28, 2000———— (atty. dkt. no. 723-967), both entitled "Achromatic Lighting in a Graphics System and Method",

- provisional Application No. 60/226,900, filed August 23, 2000 and its corresponding utility Application No. 09/726,226————, filed November 28, 2000———— (atty. dkt. no. 723-964), both entitled "Method And Apparatus For Anti-Aliasing In A Graphics System",

- utility Application No. 09/585,329, filed June 2, 2000, entitled "Variable Bit Field Color Encoding" (atty. dkt. no. 723-749),

- provisional Application No. 60/226,890, filed August 23, 2000 and its corresponding utility Application No. 09/726,227————, filed November 28, 2000———— (atty. dkt. no. 723-956), both entitled "Method And Apparatus For Dynamically Reconfiguring The Order Of Hidden Surface Processing Based On Rendering Mode",

- provisional Application No. 60/226,915, filed August 23, 2000 and its corresponding utility Application No. 09/726,212———— filed November 28, 2000———— (atty. dkt. no. 723-973), both entitled "Method And Apparatus For Providing Non-Photorealistic Cartoon Outlining Within A Graphics System",

- provisional Application No. 60/227,032, filed August 23, 2000 and its corresponding utility Application No. 09/726,225————, filed November 28, 2000————, (atty. dkt. no. 723-954), both entitled "Method And Apparatus For Providing Improved Fog Effects In A Graphics System",

- provisional Application No. 60/226,885, filed August 23, 2000 and its corresponding utility Application No. 09/722,664————, filed November 28, 2000————, (atty. dkt. no. 723-969), both entitled "Controller Interface For A Graphics System",

- provisional Application No. 60/227,033, filed August 23, 2000 and its corresponding utility Application No. 09/726,221————, filed November 28, 2000———— (atty. dkt. no. 723-955), both entitled "Method And Apparatus For Texture Tiling In A Graphics System",

- provisional Application No. 60/226,899, filed August 23, 2000 and its corresponding utility Application No. 09/722,667————, filed November 28, 2000———— (atty. dkt. no. 723-971), both entitled "Method And Apparatus For Pre-Caching Data In Audio Memory",

- provisional Application No. 60/226,913, filed August 23, 2000 and its corresponding utility Application No. 09/722,378————, filed November 28, 2000———— (atty. dkt. no. 723-965), both entitled "Z-Texturing",

- provisional Application No. 60/227,031, filed August 23, 2000 entitled "Application Program Interface for a Graphics System" (atty. dkt. no. 723-880),

- provisional Application No. 60/227,030, filed August 23, 2000 and its corresponding utility Application No. 09/722,663————, filed November 28, 2000———— (atty. dkt. no. 723-963), both entitled "Graphics System With Copy Out Conversions Between Embedded Frame Buffer And Main Memory",

- provisional Application No. 60/226,886, filed August 23, 2000 and its corresponding utility Application No. 09/722,665————, filed November 28, 2000———— (atty. dkt. no. 723-970), both entitled "Method and Apparatus for Accessing Shared Resources",

- ~~provisional Application No. 60/226,884, filed August 23, 2000 and its corresponding utility Application No. ————, filed ———— (atty. dkt. no. 723-972), both entitled "External Interfaces For A 3D Graphics and Audio Coprocessor",~~

- provisional Application No. 60/226,894, filed August 23, 2000 and its corresponding utility Application No. <u>09/726,220</u>⸺, filed <u>November 28, 2000</u>⸺ (atty. dkt. no. 723-974), both entitled "Graphics Processing System With Enhanced Memory Controller",

- provisional Application No. 60/226,914, filed August 23, 2000 and its corresponding utility Application No. <u>09/722,390</u>⸺, filed <u>November 28, 2000</u>⸺, (atty. dkt. no. 723-966), both entitled " Low Cost Graphics System With Stitching Hardware Support For Skeletal Animation", and

- provisional Application No. 60/227,006, filed August 23, 2000 and its corresponding utility Application No. <u>09/722,421</u>⸺, filed <u>November 28, 2000</u>⸺ (atty. dkt. no. 723-953), both entitled " Shadow Mapping In A Low Cost Graphics System".

The paragraph beginning at page 24, line 21:

The particular and preferred anti-aliasing methods and arrangements for use in connection with the instant invention are disclosed in commonly owned and co-pending application serial no. <u>09/726,226</u>⸺, filed <u>November 28, 2000</u> and entitled "Method and Apparatus For Anti-~~a~~<u>A</u>liasing In A Graphics System", which is incorporated by reference herein in its entirety. A brief explanation of this anti-aliasing is provided below, in order to give a more complete understanding of the 96-bit pixel format for the embedded frame buffer.